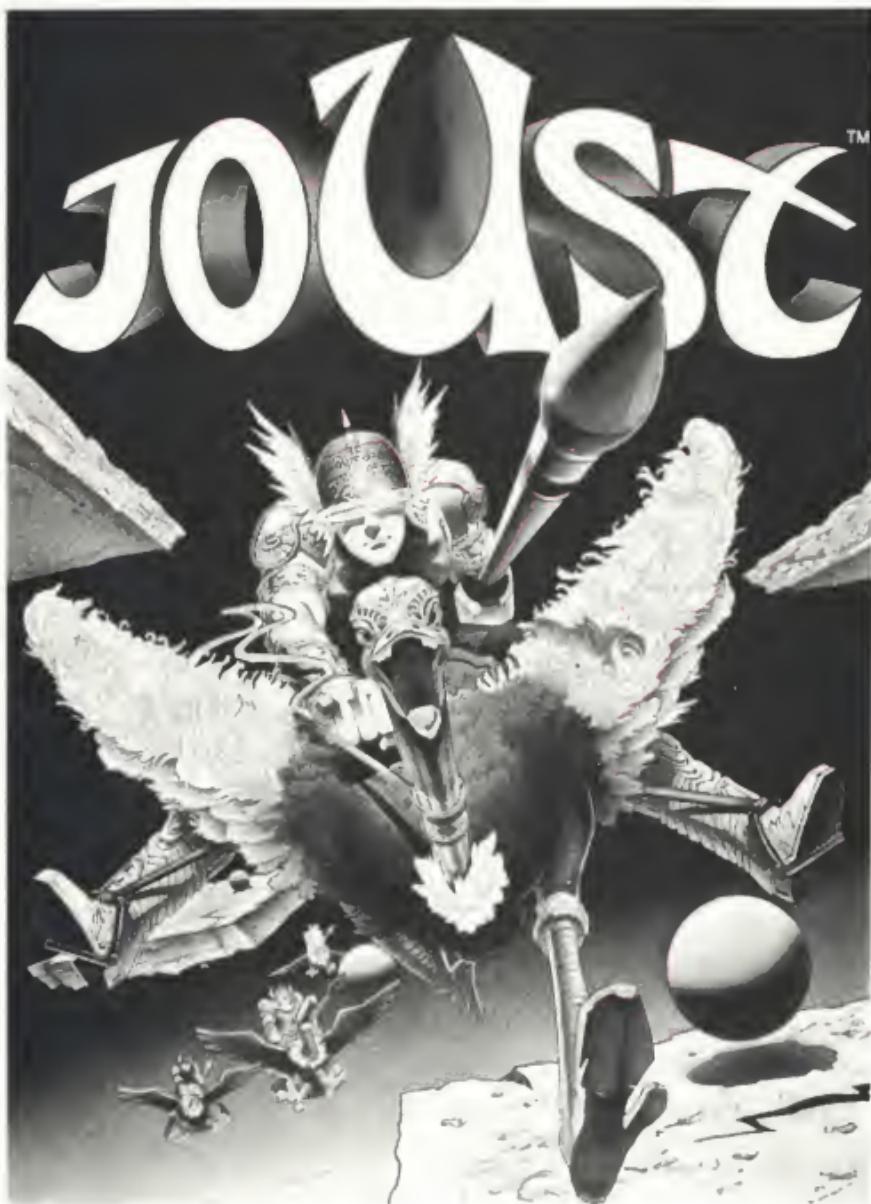


ATARITM 7800 Game Manual



Knights Bir

There are alien worlds, and then there are Allen Worlds! Who could have predicted that you'd ever find yourself this far from home, astride an alien ostrich under attack by bird-borne avengers!

Getting Started

1. Insert the Joust™ cartridge into your ATARI® 7800™ Pro-System as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press [Select] to choose a one- or two-player game. In a two-player game, the Knights sometimes battle the opponents together, and sometimes battle both the opponents and each other.
4. Move the controller handle to the left or right to choose a difficulty level: Beginner, Intermediate, Advanced, or Expert.
5. Use the controller handle to move your bird left and right.

The longer you hold the handle to the side, the faster the bird moves. Press the controller button repeatedly to make him fly.

6. Press [Pause] to pause a game; press it again to resume play.

Playing the Game

As a bird-borne Knight, you ride an ostrich into combat, beginning the game with five lives. For each 20,000 points you score, you earn an extra life.

Your opponents are the Buzzard Riders. There are three types, each more fearsome than the one before. The Bounder (least fearsome) wears red; the Hunter wears gray; and the Shadow Lord (most fearsome) wears blue. The Buzzard Riders attack in waves.

Both you and the Buzzard Riders materialize for the first time in the gray spaces on top of the ledges. Until a bird and rider fully materialize, they're protected from attack. Once moving,

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they become fair game for a joust, in which one mounted Knight attacks another. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are at the same level, the joust is a draw.

If you lose a joust, you lose a life, and you materialize again (if you have lives remaining) in a gray space. If your opponent loses, his suddenly riderless mount lays an egg in frustration.

The egg then sails through space until it comes to rest on a ledge, or falls into the lava and is destroyed. If it's on a ledge, pick it up quickly, or it will hatch another opponent at the Intermediate level, and an even more menacing opponent at the Advanced and Expert levels.

Sometimes a fast-moving Pterodactyl tries to eat you. To save yourself, you must be quick and precise, lancing the opponent in the mouth.

Beneath the lowest ledge lives the Troll of the Lava Pits. After the second wave of attacking Buzzard Riders, the Troll's fire burns away the bridges that kept

the jousters safe from him. Any jousting who falls into the Lava Pits dies. If you fly too near the Pits, the Troll's hand reaches out and draws you toward the deadly lava (except at the Beginner level). If the Troll captures you, you may be able to escape by flying away fast and breaking his grip.

When you've vanquished all your opponents and picked up all the eggs in a wave, a new wave with new menaces begins. The waves are:

Survival Wave—If you make it through this entire wave without losing a life, you earn 3000 extra points.

Egg Wave—All your opponents start as eggs. Eat the eggs quickly, before they hatch.

Pterry Wave—This wave starts with the marauding Pterodactyl on the screen.

Team Wave (2 players)—If neither player unseats the other, both earn 3000 points.

Gladitor Wave (2 players)—The first player to unseat the other earns 3000 points.

Scoring

Unseating a Buzzard Rider



Bounder 500 points



Hunter 750 points



Shadow Lord 1500 points

Pickling Up Eggs

First egg per round	250 points
Second egg per round	500 points
Third egg per round	750 points
Fourth or more eggs per round	1000 points
Egg grabbed in midair	500 bonus points

Displaying Skill

Surviving Survival Wave	3000 points
Cooperating in Team Wave	3000 points
Unseating other player in Gladiator Wave	3000 points
Unseating other player at other times	2000 points
Destroying a Pterodactyl	1000 points
Losing a life	50 points

You earn an extra life for every 20,000 points you score. Each player's current score and number of lives left are shown at the bottom of the screen. Player 1 on the left and Player 2 on the right. No more than four lives can be shown, even if more have been earned. Final scores remain on screen during the demonstration sequence that follows each game.



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